



RoboCup2004

Rescue Robot League Competition

Lisbon, Portugal

June 27 – July 5, 2004

www.robocup2004.pt

RESCUE ROBOT LEAGUE SCHEDULE OF EVENTS

ARENA ASSEMBLY

[June 24, June 25, June 26]

ALL DAY

- Arena assembly
- Tracking system installation
- Wireless network installation (802.11a - 5 GHz) (no connection to internet)

TEAM SET-UP

[June 27]

ALL DAY

- Team set-up
- Practice in the arenas
- Administration and performance data collection system set-up

TEAM SET-UP, TEAM POSTER DISPLAY and RESCUE LEAGUES WORKSHOP

[June 28]

MORNING

- **TEAM POSTER DISPLAY – ALL TEAMS, BOTH RESCUE LEAGUES**
- Team set-up continues
- Practice in the arenas continues

AFTERNOON

- (1 – 4pm) **RESCUE LEAGUES WORKSHOP with TEAM POSTERS**
Second International Workshop on Synthetic Simulation and Robotics to Mitigate Earthquake Disaster
 - All teams from both leagues should attend
 - Question and answer session for team posters
 - Demonstration of NEW arena simulations in Unreal Tournament
 - Discussion of future league collaborations
 - Panel discussion on technical issues for rescue systems
 - Open to the public
- (4 – 5 pm) **Food and drink for both Rescue Leagues**
- (5 – 6 pm) **TEAM LEADER MEETING – EACH RESCUE LEAGUE**
 - Discuss rules and format for the competition

League Chairs:

Adam Jacoff, National Institute of Standards and Technology, USA [adam.jacoff@nist.gov]
Satoshi Tadokoro, International Rescue System Institute, Japan [tadokoro@rescuesystem.org]
Jorge Dias, University of Coimbra, Portugal [jorge@deec.uc.pt]

COMPETITION SCHEDULE

Basic Goals:

- Allow up to 20 teams to participate
- Finalists perform a statistically significant number of missions
- Three rounds of competition – preliminaries, semi-finals, and finals
- Time limit for mission duration: 20 minutes
- Time limit for operator setup/breakdown: 10 minutes (mission will begin ready or not)
- Start time schedules are fixed and kept, missions will begin ready or not
- Teams may drop one mission score in the preliminary round
- Mission start points may be **around** or **inside** the arenas
- Winners should show increasing stamina through finals (longer missions)
- Winners should show good reliability through finals (cumulative scoring)

PRELIMINARIES (up to 20 teams)

[June 29, June 30, July 1]

OPENING CEREMONY (June 29th at 1100!)

DAILY SCHEDULE:

09:00 TEAM LEADERS MEETING (rules discussion, mission schedule, issues)

10:00 EARTHQUAKE! (Arenas re-arranged, no teams allowed near areans!)

11:00 MISSIONS BEGIN

- 20 teams, 3 missions, 20 minutes each (1 mission per day)
- Best total scores from two of three missions advance
- 1st mission start point: Yellow
- 2nd mission start point: Yellow or Orange
- 3rd mission start point: Yellow or Orange or Red

SEMI-FINALS (10 teams)

[July 2]

09:00 TEAM LEADERS MEETING (rules discussion, mission schedule, issues)

10:00 EARTHQUAKE! (Arenas re-arranged, no teams allowed near arenas!)

11:00 MISSIONS BEGIN

- 10 teams, 2 missions, 20 minutes each (5 hours apart)
- All scores count cumulatively with total from previous round
- 1st mission start point: Yellow or Orange
- 2nd mission start point: anywhere

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FINALS (5 teams)**[July 3]**

09:00 TEAM LEADERS MEETING (rules discussion, mission schedule, issues)
10:00 EARTHQUAKE! (Arenas re-arranged, no teams allowed near areans!)
11:00 MISSIONS BEGIN

- 5 teams, 2 missions, 20 minutes each (2.5 hours apart)
- All scores count cumulatively with total from previous rounds
- 1st mission start point: choose Yellow or Orange
- 2nd mission start point: anywhere

AWARDS and CLOSING CEREMONY (July 3rd at 5:30pm!)*EVENING:*

1900-2100

TEAM LEADER MEETING - BOTH RESCUE LEAGUES

- Discuss future league collaborations
- Dinner and drinks served!!!

DISASSEMBLING AND SYMPOSIUM**[July 4]**

SYMPOSIUM AND IAV2004**[July 5]**